

Heraldry: Gules bordure argent Motto: For God and St. George

#### SIR CLARION

Age: 21 Culture: Cymric Religion: Christian Homeland: Rydychan Distinctive Features: Strong jaw, haughty expression Family Characteristic: Well-Bred



ou are a knight of Logres, distantly related to the legendary Duke Vortimer. You wish nothing more than to prove yourself

worthy of his heritage, and to see Britain united behind a High King once again. For now, you wander the land, searching for a worthy lord to whom you may pledge your trust and your sword.

This year, you fight under the banner of King Leodegrance of Cameliard—an honorable and just king.

Pick this knight if: You want to play a knight who personifies the ideals of their class, and who will eagerly take up the tenets of Chivalry.

# Sir Clarion



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<b>SIZ</b>	DEX	STR	CON	APP
14	12	14	15	10
Attacks				
WEAPON	Skii	LL	VALUE	Damage
Lance	Cha	rge	15	6D6
Dagger	Brav	vling	10	2D6+5
Arming Swore	d Swo	rd	15	5D6
Spear (4)	Spea	ır	9	5D6
Mace	Haf	ted	10	5D6
Health		гО	HER	
Statistic	VALU	E St	TATISTIC	VALUE
Hit Points	29	Μ	ovement	18
Knockdown	14	A	rmor Poir	nts 10+6
Major Woun	<b>d</b> 15	C	urrent Gl	ory 2,205
Unconscious	7	Н	ealing Ra	ite 3

Characterístics

## HP & Wounds CURRENT HP

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**AGGRAVATION DAMAGE** 

DETERIORATION DAMAGE

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Lord:	Class: Merce	nary Knight				
SI	<b>VILLS</b>	Combat Skills				
Awareness	□ Gaming5	Battle5				
Chirurgery0	□ Hunting5	Bow0				
Compose	Intrigue5	Brawling 10				
Courtesy11	□ Literacy0	Charge 15				
Dancing5	□ Orate	Crossbow0				
<b>Falconry</b> 10	Play (Instrument)5	Hafted 10				
Fashion0	Recognize8	Two-Handed Hafted 5				
First Aid7	□ Religion (any)5	Horsemanship 15				
Flirting5	□ Sing5	Spear9				
Folklore	□ Stewardship5	Sword 15				
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## Horses

	WARHORS	e (Charger)	nt 1999 and an		OTHER HORSES
ARMOR	5 (Natural)	SIZ 40 Rouncy			Rouncy & 2 Sumpters
MOVE	16	DEX	13		councy & 2 sumpters
DAMAGE	6D6	STR	32	anna an	JOUSTING SCORE
HP	55	CON	15	WINS	LOSSES

### EQUESTRIAN NOTES

# Equipment

Weapons: Arming Sword, Lance, 4 Spears, Mace, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield\*

\* The kite shield imposes al -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

**Wooden Chest:** Comes with a simple lock and key and is used for storing personal goods.

**Clothing:** Ordinary clothing; nice set of clothing worth  $f_I$  for special occasions; cloak for bad weather; wool cloak for cold weather

**Travel Gear:** Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Engraved Ring: gold, worth £2)

## Traits



Honor	15
Fealty (King Leodegrance).	15
Love (Family)	10
Devotion (God)	5
Station	15
Hospitality	10
Chivalry	5

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AGE			SKILL	14	
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Heraldry: Azure, three mullets of 8 or Motto: By the stars' guiding light

### SIR EVRAIN

Age: 24 Culture: Cymric Religion: Pagan Homeland: Escavalon Distinctive Features: Broad shoulders, kind eyes, smooth complexion Family Characteristic: Seductive



p until just over a year ago, you were a loyal household knight of King Nanteleod of Escavalon. All that changed at the Battle of Netley Marsh, where the Saxons won a crushing victory and

your lord was cut down. You barely escaped with your life.

Since then, you have earned your keep through selling your sword, leaving a trail of broken hearts along the way. Last year, however, while on a visit to Londinium, you caught sight of the most radiant beauty you have ever beheld: Lady Morcades of the White Tower. On the spot, you silently vowed that you would accomplish great deeds in her name.

As a mercenary, you find yourself fighting this year under the banner of King Leodegrance of Cameliard. The king's announcement that he would be entering the New Year's Tournament has filled you with hope that you will see your sweet Morcades again soon!

Pick this knight if: You want to play a knight as interested in romance as he is in swordplay, with the interpersonal Skills and Appeal to back it up.

# Sir Evrain



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SIZ	DEX	STR	CON	APP
11	13	10	15	15
Attacks				
WEAPON	Ski	LL	VALUE	DAMAGE
Lance	Cha	ırge	15	6D6
Dagger	Bra	wling	10	2D6+4
Arming Swoi	rd Swo	ord	15	4D6
Spear (4)	Spe	ar	10	4D6
Health		От	HER	
Statistic	VALU	е St	ATISTIC	VALUE
Hit Points	26	Μ	ovement	17
Knockdown	n 11	Ar	mor Poin	ts 10+6
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Characterístics

# HP & Wounds

### CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
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### **A**GGRAVATION **D**AMAGE

DETERIORATION DAMAGE

#### Sir Evrain **Class:** Mercenary Knight Lord: Combat Skills SKILLS Gaming......8 Awareness......8 Chirurgery......0 Bow......0 Brawling...... 10 Charge ...... 15 Crossbow......0 Hafted ......7 Fashion ......0 □ Recognize......8 Horsemanship..... 15 First Aid......6 □ Religion (any) ......5 □ Sing......7 Flirting......13 **Folklore......**10 **Stewardship ......**5 Thrown Weapon......0

## Horses

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ARMOR	5 (Natural) S	SIZ	40	Roi	ancy & 2 Sumpters
MOVE	16	DEX	13		incy & 2 sumpters
DAMAGE	6D6	STR	32		OUSTING SCORE
HP	55	CON	15	WINS	LOSSES

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Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 180 denarii

## Traits

4 CHASTE	LUSTFUL 16
16 ENERGETIC	Lazy 4
Forgiving	Vengeful 10
Generous	Selfish
Honest	DECEITFUL 7
10 Just	ARBITRARY 10
10 Merciful	CRUEL 10
7 Modest	PROUD 13
8 PRUDENT	Reckless
Spiritual	Worldly 7
10 TEMPERATE	INDULGENT 10
10 TRUSTING	Suspicious 10
15 VALOROUS	Cowardly 5

Honor	15
Fealty (King Leodegrance).	10
Love (Family)	10
Adoration (Lady Morcades	
of the White Tower)	10
Devotion (Blodeuwedd)	5
Station	10
Hospitality	15

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Heraldry: Party per pale, or in dexter, argent in sinister; an eagle countercharged Motto: Vengeance

#### DAME LYNELLE

Age: 21 Culture: Irish Religion: Christian Homeland: Estregales Distinctive Features: Golden blonde hair, sparkling eyes Family Characteristic: Literate



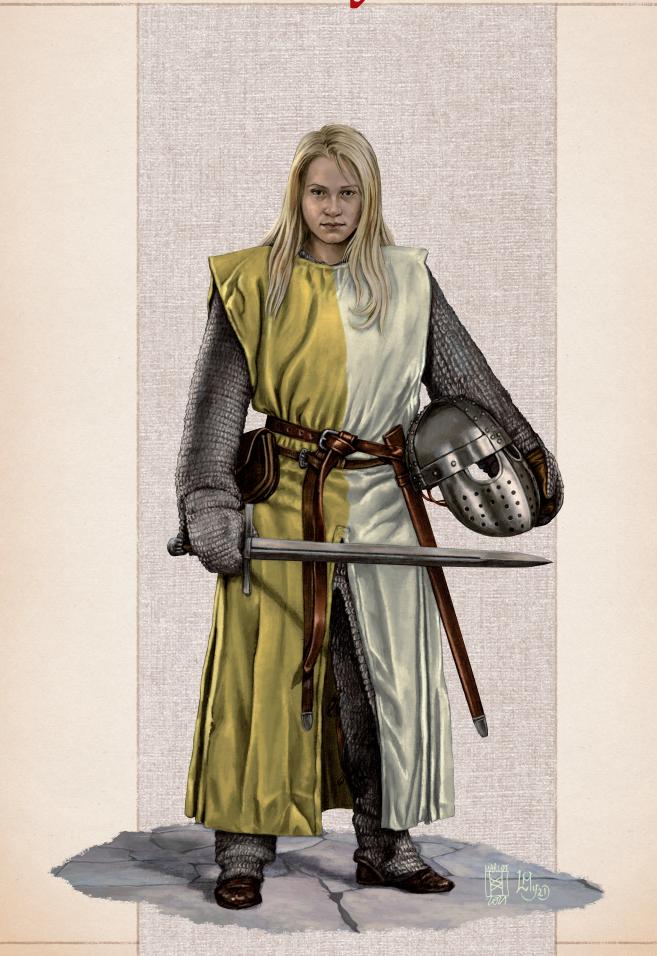
ou are from the Irish kingdom of Estregales, situated in the west of Cambria. You were raised a proper lady, daughter of a banneret and destined for marriage to a great lord. All that changed when your parents and

siblings perished at the hands of Pictish raiders from the north. With your father's faithful esquire, Booth, you escaped and swore revenge. You have spent the last several years training under Booth's expert guidance in the hills of Cambria. As far as anyone knows, you died along with your family. Now, your training complete, you have taken up the guise of your father's arms and armor to seek your fortune...and vengeance against those who wronged you. Your education in the art of war has proven bloody and painful, but you are a fast learner and can hold your own in battle.

Although you bear the arms of a knight, you are not yet formally knighted. You have thus far been able to move amongst the warrior-brotherhood by concealing your true identity, a lie which has forced you to keep constantly on the move. Your dearest wish is to be formally knighted, so that you need no longer live a lie.

Pick this knight if: You wish to play a knight with an unusual set of Skills, a dramatic backstory, and deep secrets yet to reveal.

# Dame Lynelle



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WEAPON	Ski	LL V	VALUE	Damage
Lance	Cha	erge	15	6D6
Dagger	Bra	wling	10	2D6+4
Arming Swor			15	4D6
Spear (4)	Spe	ar	9	4D6
Health		От	HER	
Statistic	VALU	Е ST	ATISTIC	VALUE
Hit Points	28	M	ovement	17
Knockdown	10	Ar	mor Point	<b>s</b> 12+6
Major Woun	d 19	Cu	rrent Glo	<b>ry</b> 975 <sup>†</sup>
Unconscious	5 7	He	ealing Rat	e 3

# HP & Wounds

### CURRENT HP

Debilitated?

Wound	DMG	DESCRIPTION
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**AGGRAVATION DAMAGE** 

DETERIORATION DAMAGE

		Dame Lyneu	le
	Lord:	Class: Merce	nary Knight
uters 700	Sки	ILLS	Combat Skills
	Awareness8	□ Gaming5	Battle5
	Chirurgery0	□ Hunting5	<b>Bow0</b>
	Compose5	🗆 Intrigue9	Brawling 10
	Courtesy10	Literacy3	Charge 15
	Dancing6	□ Orate9	Crossbow0
	Falconry5	Play (Instrument)6	Hafted 6
	Fashion0	🗆 Recognize8	Two-Handed Hafted 9
	First Aid9	🗆 Religion (any)5	Horsemanship 15
	Flirting9	□ Sing8	<b>Spear9</b>
	Folklore12	□ Stewardship5	Sword 15

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## Horses

	Warhors	e (Charger)		0	THER HORSES	
ARMOR	5 (Natural)	SIZ	40	Cour	Courser & 2 Sumpters	
MOVE	16	DEX	13	Courser & 2 sumpters		
DAMAGE	6D6	STR	32	JOUSTING SCORE		
HP	55	CON	15	WINS	LOSSES	

### EQUESTRIAN NOTES

# Equipment

Weapons: Arming Sword, Lance, 4 Spears, Dagger

Armor: Advanced mail hauberk, aketon, advanced nasal helm + kite shield\*

\* The kite shield imposes al -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

**Wooden Chest:** Comes with a simple lock and key and is used for storing personal goods.

**Clothing:** Ordinary clothing; nice set of clothing worth  $f_{I}$  for special occasions; cloak for bad weather; wool cloak for cold weather

**Travel Gear:** Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Thrown Weapon......0

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii

<sup>+</sup> Note that your "starting" Glory represents your inherited Glory from your father, and only applies to those who know of your true heritage. To all others, your Glory is functionally zero until you begin earning some on your own! Once your past becomes public knowledge, you may add your inherited Glory to your total.

## Traits

15 CHASTE	LUSTFUL
TO Energetic	
4 Forgiving	Vengeful 16
10 Generous	· · ·
6 Honest	Deceitful 14
10 Just	ARBITRARY 10
13 MERCIFUL	CRUEL 7
13 Modest	PROUD 7
10 PRUDENT	RECKLESS 10
13 Spiritual	Worldly 7
15 TEMPERATE	INDULGENT 5
10 TRUSTING	Suspicious 10
15 VALOROUS	Cowardly 5

Honor	15
Fealty (Lynelle is currently	
not sworn to any lord)	10
Love (Family)	10
Hate (Picts)	15
Devotion (God)	5
Station	15
Hospitality	10

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Heraldry: Azure, chief gules; a wolf head argent in chief Motto: *Plaudite, cives* 

### SIR AVALLOC

Age: 21 Culture: Roman Cymric Religion: Christian Homeland: Carlion Distinctive Features: Flowing hair, braying laugh Family Characteristic: Silver-Tongued



ou were raised in the city of Carlion, inheritor of the ancient traditions of Rome. You serve in the elite unit of the city militia,

sworn to protect Carlion's citizenry from the tides of anarchy lapping at its walls. You take your duty seriously, but feel stifled by the strict traditions of your family and peers. Your rebellion takes the form of a constant barrage of jokes and wry observations, calibrated to skewer what you view as the stuffy traditions of court.

Pick this knight if: The idea of playing a wise-cracking, too-smart-for-their-own-good knight appeals to you.





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TOTAL GLORY		
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# Characteristics

SIZ I	DEX	STR	CON	<b>APP</b>
12	12	12	16	11
Attacks				
WEAPON	Ski	LL	VALUE	DAMAGE
Lance	Chi	ırge	12	6D6
Dagger	Bra	wling	10	2D6+4
Arming Sword	l Swo	ord	15	4D6
Spear (4)	Spe	ar	10	4D6
Axe	Ha	fted	10	4D6
Health		O	THER	
Statistic	VALU	JE ST	FATISTIC	VALUE
Hit Points	28	Μ	lovement	17
Knockdown	12	Α	rmor Poi	nts 10+6
Major Wound	<b>l</b> 16	С	urrent G	lory 2,190
Unconscious	7	H	lealing Ra	ate 3

## HP & Wounds CURRENT HP

Debilitated?

WOUND	DMG	DESCRIPTION
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### **AGGRAVATION DAMAGE**

DETERIORATION DAMAGE

### Sir Avalloc Lord: Captain of the Carlion Watch Class: Household Knight

Skills	Combat Skills
Awareness	Battle5
Chirurgery	Bow0
Compose	Brawling 10
Courtesy	Charge
□ Dancing	Crossbow0
□ Falconry	Hafted 10
□ Fashion	Two-Handed Hafted6
□ First Aid	Horsemanship 15
□ Flirting	Spear 10
□ Folklore	Sword 15
	Thrown Weapon 0

## Horses

	Warhors	e (Charger)	er Sen 1995 von 11 auszum wilder Schweidungen obsauchen - 18 mit 20 March Jacobia		THER HORSES
ARMOR	5 (Natural)	SIZ	40	Rou	ncy & 2 Sumpters
MOVE	16	DEX	13	Rouncy & 2 Sumpters	
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#### Equipment:

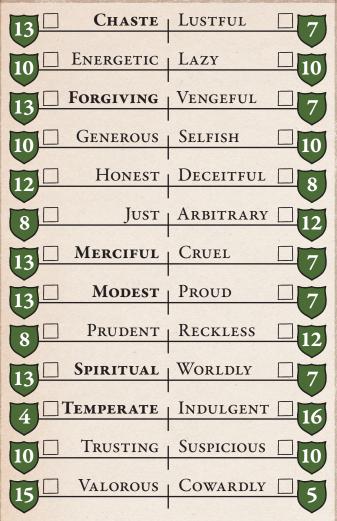
Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth fI for special occasions; cloak for bad weather; wool cloak for cold weather Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Valuable Cloak from Rome: worth  $f_{I}$ 

## Traits



## Passions

Honor	15
Homage (Lord)	10
Love (Family)	10
Devotion (God)	5
Station	15
Hospitality	10

# Sauino

AND THE OWNER OF THE SAME AND THE	International Information	59			**************************************
NAME	Donand P.C.A. (1999)			1970-1971 (1971)	
AGE			SKILL	14	
Sessio Glory					



Heraldry: Argent, chief azure; a horse rampant vert; in chief a crescent argent Motto: Proof in deeds, not words

### Dame Tamura

Age: 21 Culture: Alan Religion: Pagan Homeland: Brittany Distinctive Features: Graceful build, green eyes. Family Characteristic: Equestrian



ou are the granddaughter of a Sarmatian horse archer who came west in the service of the Romans. You have even inherited some of

your grandmother's old kit, which your peers say once belonged to an Amazon warrior. That may well be, but you have trained your whole life as a knight in service to Viviane du Lac, the Lady of Brocéliande.

Now newly-knighted, Lady Viviane has sent you to Londinium after hearing the prophecies of Merlin. She says the world is about to change, and thinks you should be there to witness it...

Pick this knight if: You wish to play a knight adept with bow and arrow, or you like a bit of the strange and mystical in your characters.

## Dame Tamura



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History &	Eve	nts
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IMPORTANT EVENT	Date	GLORY
	Connerroll P. T. J. Star and Stephenson	n de chalactados dos martes dos martes dos com
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	Land Carl And Carl Control (1974-1945)	
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a Son Carabane and Prof. Jos de nombre mande and Card Disconding and Carabane and Andre Carabane and	1. 2004 HATPAN STOTAN SA AND AND SA AND S	ne el filma de la comuna
KNIGHTLY EVENT	n La Cumern R H. V.C. Hanstelli (Hans	Year
BORN	tennereiter 54 staarstellevastel	489
SQUIRED	luonetteikin 52 luonaa kalibaarsoit	503
KNIGHTED		510
LANDED		
ROUND TABLE	Antonia (Marine)	
ENNOBLED	NAMES OF TAXABLE PARTY	
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Source	<b>7</b>	MOUNT
IDEALS		
FAIR APPEAL		
TRAITS & PASSIONS		
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TOTAL GLORY	Z	
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un	ali			112		5

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SIZ I	DEX	STR	CON	APP
14	12	14	15	10
Attacks				
WEAPON	Ski	LL	VALUE	DAMAGE
Lance	Cha	rge	12	6D6
Self Bow	Bow	7	15	3D6
Dagger	Bray	vling	10	2D6+5
Arming Sword	l Swo	rd	15	5D6
Spear (4)	Spea	ır	10	5D6
Health		От	HER	
Statistic	VALU	е St	ATISTIC	VALUE
Hit Points	29	Μ	ovement	18
Knockdown	14	Aı	mor Poi	nts 10+6
Major Wound	<b>I</b> 15	C	urrent G	lory 1,950
Unconscious	7	Н	ealing Ra	ate 3

## HP & Wounds **CURRENT HP**

Debilitated?

Wound	DMG	Description
I.		
2		
3		
4		
5		
6	Post of the second s	gebeen van de de de de de de de de la construir
7	Lichard Para Antibarrenza (h. 1	
8	ISTORY REPORTED AND	a de la casa de la cas

**AGGRAVATION DAMAGE** 

DETERIORATION DAMAGE

### Dame Tamura Lord: Lady Viviane Class: Household Knight

Skills	Combat Skills
Awareness	Battle8
Chirurgery0 Hunting10	Bow 15
Compose	Brawling 10
Courtesy	Charge 12
□ Dancing	Crossbow0
□ Falconry	Hafted 10
□ Fashion	Two-Handed Hafted 8
□ First Aid	Horsemanship 15
□ Flirting7 □ Sing7	Spear
□ Folklore	Sword 15
	Thrown Weapon 0

## Horses

	Warhors	E (CHARGER)	an ing an il anna mailte schadar a chaine - sha 15 a la calair	1111-1111-1111-1111-1111-1111-111-111-	Other Horses		
ARMOR	5 (Natural)	SIZ	40	Ro	uncy & 2 Sumpters		
MOVE	16	DEX	13		Rouncy & 2 Sumpters		
DAMAGE	6D6	STR	32		OUSTING SCORE		
HP	55	CON	15	WINS	LOSSES		

**EOUESTRIAN NOTES** 

# Equipment

Weapons: Arming Sword, Self Bow, Lance, 4 Spears, Dagger

Armor: Mail hauberk, aketon, nasal helm + kite shield\*

\* The kite shield imposes al -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

**Clothing:** Ordinary clothing; nice set of clothing worth  $f_{I}$  for special occasions; cloak for bad weather; wool cloak for cold weather Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Pagan Family Heirloom (A carved wooden fetish worn around the neck; contemplating it grants a check to Spiritual every year.)

## Traits

7 Chaste	LUSTFUL 13
15 ENERGETIC	LAZY
10 Forgiving	
	Selfish 7
15 Honest	DECEITFUL 5
10 JUST	ARBITRARY [] 10
10 Merciful	
4 Modest	
	RECKLESS 15
16 Spiritual	WORLDLI 4
10 TEMPERATE	INDULGENT 10
10 TRUSTING	SUSPICIOUS 10
16 Valorous	Cowardly 4
V	

## Passions

Honor	15
Homage (Lady)	15
Love (Family)	15
Devotion (Diana)	. 10
Station	5
Hospitality	5

# Caring

NEW SCORE & ST SHEET WEEKST NON TRANS	J	me		
NAME		1 Marcal Processing Contractory (Cart of		
AGE		SKILL	14	
Sessio Glory				



Heraldry: Gyronny of eight azure and or Motto: Faith and charity

### Name

Age: 21 Culture: Cymric Religion: Christian Homeland: Salisbury Distinctive Features: Barrel-chested, rustic accent Family Characteristic: Clodhopper



ou are the son of a sergeant who served Count Roderick of Salisbury back before the Anarchy. Although not of noble blood,

you have long dreamed of one day becoming a knight, and managed to serve as squire to a knight of Sarum. Now a young esquire in search of a lord, you ride forth in your father's ancient armor to make a name for yourself and earn your spurs.

Pick this knight if: You want to play a character with nothing to lose and everything to gain, someone who comes up from the humblest origins to stand amongst the greatest knights in the land.

# Cadwallon



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History &	Eve	nts		
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Char	rac	to	miet	ics
••••••				
SIZ D	EX S	TR	CON	APP
	.2	12	15	12
Аттаскя				
WEAPON	Skill		VALUE	Damage
Lance	Charge	2	15	5D6
Dagger	Brawli	ng	10	2D6+4
Arming Sword	Sword	2	13	4D6
Spear (Any)	Spear		15	4D6
Health		От	HER	
Statistic	VALUE	ST	ATISTIC	VALUE
Hit Points	12	M	ovement	17
Knockdown	12	Ar	mor Point	s 7+6
Major Wound	15	Cu	rrent Glo	ry 225
Unconscious	6	LL.	ealing Rat	e 3

# HP & Wounds

### CURRENT HP

Debilitated?

Wound	DMG	DESCRIPTION
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### **A**GGRAVATION **D**AMAGE

DETERIORATION DAMAGE

100274			Cadwallon	l	988/2019/00/2019/2019/2019/2019/2019/2019/2		
	L	ord	Class: 1	Esg	uire		
	Skills Combat Skills						
	Awareness7		Gaming5		Battle5		
	Chirurgery0		Hunting8		Bow0		
	Compose5		Intrigue7		Brawling10		
	Courtesy10		Literacy0		Charge 15		
	Dancing6		Orate7		Crossbow0		
	Falconry5		Play (Instrument)6		Hafted9		
	Fashion0		Recognize5		Two-Handed Hafted 6		
	First Aid8		Religion (any)5		Horsemanship 15		
	Flirting7		Sing5		Spear 15		
	Folklore10		Stewardship8		Sword13		
at direct	99999926 CD-996-999699 82 %05-85-99886 - 978857928 CD-99886 - 976529 CD-9987	Concercitorio	ĸĸĸŦĸĊĸŦĸĊĸĊĸĊĸĊĸĊĸĊĸĊĸŶĊŀĬĊĔĊĬĸĬĸĸĿĊĸĊĸĸĸĊĸĊĬĊĸĊĊĬ ĸĸĸĸĸĸĊĸĊĸĊĸĊĸĊĸĊĸĊĸĊĸĊĸ	Print and a state	Thrown Weapon0		

## Horses

	WARHORSE (S		OTHER HORSES				
ARMOR	4 (Natural)	SIZ	32	Hobby horse & Sumpter			
MOVE	15	DEX	13				
DAMAGE	5D6	STR	30	netadiotection even a scarping addisection	JOUSTING SCORE		
HP	44	CON	12	WINS	LOSSES		

### EQUESTRIAN NOTES

# Equipment

Weapons: Arming Sword, Boar Spear, Lance, 4 Spears, Dagger

Armor: Haubergeon, aketon, open helm + kite shield\*

\* The kite shield imposes al -1 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

**Wooden Chest:** Comes with a simple lock and key and is used for storing personal goods.

**Clothing:** Ordinary clothing; nice set of clothing worth  $f_I$  for special occasions; cloak for bad weather; wool cloak for cold weather

**Travel Gear:** Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

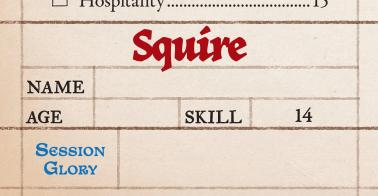
Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

**Other:** 2D6+6 denarii; Christian Family Heirloom: (A relic, the tears of a saint; worn in a glass vial around the neck. Contemplating the relic grants a check to Spiritual every year.)

## Traits

13 CHASTE	LUSTFUL 7
10 Energetic	· •
13 Forgiving	
10 Generous	
-	DECEITFUL 10
-	ARBITRARY 7
16 MERCIFUL	
13 Modest	•
-	RECKLESS 10
13 Spiritual	Worldly 7
•	INDULGENT 7
	SUSPICIOUS 3
-	Cowardly 4

Honor	15
Fealty	10
Love (Family)	15
Hate (Saxons)	5
Devotion (God)	5
Station	10
Hospitality	15





Heraldry: Gules, a raven regardant sable Motto: The White Tower shall not fall

### Dame Cwenhild

Age: 21 Culture: Saxon Religion: Wodinic Homeland: Berroc Distinctive Features: Statuesque, loud-mouthed Family Characteristic: Poetic



ou were born into a family from County Berroc who are part of the Saxon population there that support the Cymric lords of Logres.

Your father swore fealty to King Uther, and you are part of an all-Saxon bodyguard maintained by the Sheriff of Londinium, whose domain bestrides the counties of Thamesmouth and Berroc. Though many of your relatives have converted to Christianity, you still follow the old ways.

Pick this knight if: You want to speak loudly and carry a big axe!

# Dame Cwenhild



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History &	Eve	nts
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IMPORTANT EVENT	Date	GLORY
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	antan California (Sana - 194	
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BORN	tennereiter 54 staarstellevastel	489
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KNIGHTED		510
LANDED		
ROUND TABLE	Antonia (Marine)	
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IDEALS		
FAIR APPEAL		
TRAITS & PASSIONS		
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<b>SIZ</b>	DEX	STR	CON	APP
15	10	15	15	10
Attacks				
WEAPON	Ski	LL	VALUE	Damage
Lance	Cha	arge	12	7D6
Seax	Bra	wling	12	2D6+5
Arming Swore	d Swo	ord	12	5D6
Spear (4)	Spe	ar	8	5D6
Great Axe	2H	Hafted	15	7D6
Health		От	THER	
Statistic	VALU	E St	TATISTIC	VALUE
Hit Points	30	Μ	[ovement	18
Knockdown	15	A	rmor Poin	ts 10+6
Major Woun	<b>d</b> 15	С	urrent Glo	ory 2,040
Unconscious	8	H	lealing Rat	te 3

## HP & Wounds CURRENT HP

Debilitated?

Wound	DMG	DESCRIPTION
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**AGGRAVATION DAMAGE** 

DETERIORATION DAMAGE

### Dame Cwenhild Lord: Sheriff of Londinium Class: Household Knight

Skills	Combat Skills
Awareness	Battle5
Chirurgery0 Hunting7	Bow0
Compose	Brawling 12
Courtesy	Charge 12
□ Dancing	Crossbow0
□ Falconry	Hafted
□ Fashion	Two-Handed Hafted 15
□ First Aid	Horsemanship 12
□ Flirting	Spear
□ Folklore	Sword 12
	Thrown Weapon0

## Horses

WARHORSE (LARGE CHARGER)			C	THER HORSES		
ARMOR	6 (Natural)	SIZ	43	Large	rouncy & 2 Sumpters	
MOVE	17	DEX	13	Larger	Large roune y & 2 sumpters	
DAMAGE	7D6	STR	15		JOUSTING SCORE	
HP	58	CON	15	WINS	LOSSES	

Large chargers are a rare breed

EQUESTRIAN NOTES

# Equipment

Weapons: Arming Sword, Lance, Great Axe, Seax

Armor: Mail hauberk, aketon, nasal helm + kite shield\*

\* The kite shield imposes al -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

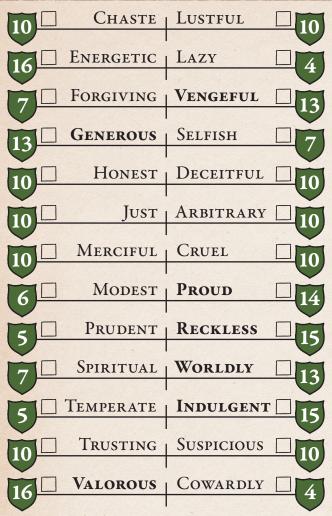
Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth fI for special occasions; cloak for bad weather; wool cloak for cold weather Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii; Family Heirloom (Silver Arm Ring, worth f1)





### Passions

Honor	.15
Homage (Lord)	.15
Love (Family)	.15
Devotion (Wodin)	5
Station	10
Hospitality	.15

# Squire





Heraldry: Purpure, a chi-ro gules on a quarter argent Motto: The eagle and the lamb

### SIR ASTERIUS

Age: 21 Culture: Greek Religion: Christian Homeland: Syria Distinctive Features: Charming accent, dark eyes, clean-shaven Family Characteristic: Well-Bred



orn in the city of Aleppo, you squired at the golden courts of Constantinople, where you learned about the world. Upon

achieving knighthood, the Emperor dispatched you to far-distant Britannia with orders to observe and report on the people there. Having arrived in this dismal, war-torn land, you are beginning to suspect this may have been intended more as a punishment for some imagined slight rather than the plum assignment you took it to be at first...

Pick this knight if: You enjoy playing strangers in a strange land.

# Sír Asteríus



ин 1-1,1 <sup>-1</sup> (СВРТТИНА-ТЬ - 1-107-232000 (Элликована) и ТВИНАСТ ПИСКИ ИНГИСКИ И СИЦИАНСТИТА- 4710000	NOR CLARK DUCT TO PROF AND	Dradin and the second second second
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TOTAL GLORY		
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<b>SIZ</b>	DEX	STR	CON	APP
11 ATTACKS	13	12	<b>CON</b> 14	15
Weapon	Si	KILL	VALUE	Damage
Two-handed I	ance C	harge	15	8D6
Dagger	B	rawling	10	2D6+4
Arming Swore	d Sv	vord	15	4D6
Health		гО	HER	
Statistic	VAL	JE ST	ATISTIC	VALUE
Hit Points	25	Μ	ovement	18
Knockdown	11	A	rmor Point	s 10+6
Major Woun	<b>d</b> 14	С	urrent Gloi	<b>y</b> 2,200
Unconscious	6	Н	ealing Rate	2 3

# HP & Wounds

### **CURRENT HP**

Debilitated?

Wound	DMG	DESCRIPTION
I.		
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4	and and the standard and stad	an Cal Lumento D. (* 12) - 20 analas 13 Annes 15 Children Charles (Brenn Charles Children) - Annes Children Chi
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7	10.00000000000000000000000000000000000	Service Development Andrew Aldrein Street Control of Service Street Services
8	NICON PROPERTIES	

### **AGGRAVATION DAMAGE**

DETERIORATION DAMAGE

# Sír Asteríus

### Lord: Emperor Anastasíus Class: Household Knight

Skills	Combat Skills
Awareness	Battle8
Chirurgery	Bow0
□ Compose	Brawling 10
Courtesy	Charge 15
Dancing	Crossbow0
Falconry	Hafted7
□ Fashion	Two-Handed Hafted 10
First Aid	Horsemanship 15
□ Flirting10 □ Sing	<b>Spear</b> 14
<b>Folklore</b> 10 <b>Stewardship</b> 5	Sword 15
	Thrown Weapon 0

## Horses

WARHORSE (CHARGER)			0	THER HORSES	
ARMOR	5 (Natural)	SIZ	40	Araby courser & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32	JOUSTING SCORE	
HP	55	CON	15	WINS LOSSES	

### **EOUESTRIAN NOTES**

# Equipment

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to

store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse

blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Weapons: Arming Sword, Two-handed Lance, Dagger

Armor: Scale hauberk, aketon, nasal helm + targe shield

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

**Clothing:** Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

#### KONTOS (TWO-HANDED LANCE)

Weapon Skill	Mounted/ Umounted	Damage	Advantage	DISADVANTAGE
Charge	Mounted	Horse +2D6	Gain a +5 bonus against anyone not armed with a kontos (including all other lances!).	Requires two hands; breaks on any odd Damage roll; the kontos is useless in against any Melee Action made at closer than Long distance, giving the opponent an unopposed roll.

Other: £1D6 in Roman gold

## Traits

13	Chaste	LUSTFUL	
	Energetic		
	Forgiving		
13-	Generous		
		DECEITFUL	
13		ARBITRARY	
13	Merciful	Cruel	
13	Modest	Proud	07
16	Prudent	Reckless	
13	Spiritual	Worldly	27
10	Temperate	Indulgent	
		Suspicious	
16		Cowardly	-4

## Passions

Honor	15
Homage (Lord)	15
Love (Family)	10
Devotion (God)	10
Station	15
Hospitality	10

# Squire

